

Rite Publishing Presents

101 Feats and Talents



By Patryk Adamski



Presents:

101 Feats and Talents

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Dedication: To Anna & Daniel. Also to you, dear reader.

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101 Feats, The Foreword

“Feats players will actually take without breaking the game.”

This was my guiding principle in designing Feats 101: create feats that are more than just bonuses to attacks, damage, saves, or skills while keeping an eye on balance. I firmly believe that *fun* and *cool* is more important than *balance*, but I also believe that you can have your cake and eat it too. I will note, however, the real balance to these feats came when my editor Mark Moreland put the hammer down, this book owes a lot to his influence, especially the bonded feats.

The contents of this book are inspired both by character concepts from the *Pathfinder Roleplaying Game* that I wanted to enhance and interesting mechanics inspired by other Open Gaming Content. Many feats presented here are completely new, though, inspired by house rules in my own home games. I hope enjoy playing with these feats as much as I have enjoyed designing them.

-Steven D. Russell

Conversion Notes

101 Feats & Talents, The Next Logical Step

Introducing *13th Age Roleplaying Game* version of *101 Feats* is the next logical step in bringing more options to your games. By now, your characters have probably become familiar enough for you to desire a change or at least to break out of your class a bit. Within these pages you will find more than 101 opportunities to do so.

Of GMs, Creatures & NPCs

Just like you have nastier specials, consider adding a



feat or talent to a creature. Unless there is a good reason, add only one feat or talent.

Remember that level one to four creatures are likely to be adventurer tier only, five to eight are intended for champions to defeat, while level nines and above are material for epic tales.

If a feat or talent refers to a trait that is not a part of creature statblock (like recoveries), assume that a creature meets all prerequisites. For recoveries, a creature should have five, and they that cannot be used for healing purposes unless, like in case of a troll, it has an explicit ability to do so.

Wild, and Wilder Still

As you already know, the classes have on average

access to three class-defining talents, and around ten feats that serve to amplify select class features to epic level. This means that this book needs to adhere to the following principles to satisfy you, dear players and gamemasters:

- The feats and talents need to be as accessible as possible.
- Go wild. The intention is to let everyone recreate as many your favorite characters as possible, so if you have a concept in mind, keep browsing. This also means that everyone can have access to special abilities.
- Compromise. Quite often, bringing over an original ability would require transplanting a whole subsystem. Or sometimes the concepts would clash. So in such cases we're compromising, reinventing or just giving you something else.
- That said, if the book goes too far and introduce something that by your standard may turn your campaign upside down (in a bad way), remember that you have a hundred other tools to use here, and just send that unruly misfit to a dugout.

-Patryk Adamski

The Statblock

This is how the statblocks presented in this book were constructed:

Notation

- “KEYWORD” - keyword content.
- [CONTENT] – optional contents.
- CONTENT_A|CONTENT_B – content A or content B.
- Formatting, as per CONTENT formatting.

In some places a benefit description can contain more than one ability. In such cases, each ability is preceded

by an italicized *name*.

Talent Statblock

Talent Name “[Talent]”

Description.

[“**Prerequisites:**” Prerequisite description.]

“**Benefit:**” Benefit description.

[“**Special:**” Mechanical side-effects of the ability.]

[“**Complications:**” Optional storytelling side-effect of the ability.]

“Adventurer”|”Champion”|”Epic” “Feat”

Benefit description.

Standalone Feat Statblock

Feat Name “[“Adventurer”|”Champion”|”Epic” “Feat]”

Description.

[“**Prerequisites:**” Prerequisite description.]

“**Benefit:**” Benefit description.

[“**Special:**” Mechanical side-effects of the ability.]

[“**Complications:**” Optional storytelling side-effect of the ability.]



101 Feats & Talents

1. Aberrant-Born Heritage [Talent]

Your tainted blood has altered how you perceive the world and you can warp the nature of reality based on your perception of it.

Prerequisites: You can only have one heritage talent at any time.

Benefit: +1 to Mental Defense.

Shift Organs: Once per day as an interrupt, you may temporarily shift location of your organs or limbs in response to an attack, halving the damage received.

Squeeze: Alternatively, you can use this ability to squeeze through an opening no larger than your palm and no longer than 30 feet (usable once per day, full 30 feet requires 5 minutes to travel).

Adventurer Feat

You can move at half the speed of a walking person, when squeezing. You can use Squeeze ability twice per day.

Champion Feat

You can use Shift organs twice per day.

Detach Body Parts: You can detach body parts (one minute per detachment action). The detached parts can move at one-quarter of your walking speed, can be directed by your mind up to Far distance, and wither away after a day, if not reattached. You need to share at least one recovery with detached body part. The number of hitpoints split between you and a detached body part is proportional to the current number of recoveries and current number of hitpoints (at 4 recoveries total, detaching an eye requires sharing of 1 recovery and 1/4th of current hitpoints). You can regrow a destroyed body part by spending 2 recoveries.

Epic Feat

Auto-Regrowth: If you die, you can regrow yourself

from any detached body part (it takes twenty recoveries). The detached body part can recover recoveries through rest as normal up to the maximum shared with upon detaching and so it does not wither away unless you will it. On the other hand, you cannot regrow missing body part until it withers or is destroyed.

Miniature Organs: Finally, detached body part can grow miniature sensory organs (nose, ears, eyes) and mouth at the cost of one recovery for a whole set (or fewer than a whole set).

2. Abyssal-Born Heritage [Talent]

You have strengthened your demonic heritage by consorting with demons.

Prerequisites: You can only have one heritage talent at any time.

Benefit:

Voice of a Tempter: Whenever you attempt to sway any creature by appealing to their baser instincts (hunger, fear, lust, jealousy, greed or hate), your DC is one category lower. This ability does not work on the innocent, the loyal and pious. Additionally, this ability will not work if you're attempting to make someone to act against their convictions.

Adventurer Feat

Sense of Chaos: Whenever seeking to incite a strong negative emotion in group of people, you instinctively know what baser instinct appeal should be used – reduce DC to influence the group by one.

Champion Feat

Demonic Consort: As a standard action, you may summon an imp*. During the action you voice an offer sufficiently gruesome so that such a petty servitor accepts (a finger or an eye of a living victim, for example). If you fail to uphold your end of the bargain, another imp is going to show up some time later to collect the item from you, most likely during your sleep.

The imp stays until the end of an encounter, or for five minutes, faithfully executing your orders with an

occasional chilling comment. If it dies in a line of duty, the bargain is void, so expect it to be pretty careful (read: unreliable).

* The imp appears in *13 Age Roleplaying Game* corebook by Pelgrane Press.

Epic Feat

C: Voice of Chaos (Intelligence or Charisma) vs. MD—Your innate tendency toward true chaos blossoms. Whenever you seek to sow chaos, to find a way to break bonds of friendship, trust or love, or simply to woo another mortal into sacrificing things for you, your DC to realize such intentions is one category lower. Therefore, instead of bribing a prison guard to let you escape (Voice of Tempter: an appeal to greed) you can just convince them that letting all prisoners go is going to be an enjoyably chaotic enterprise, worth doing for its own sake. This is much more powerful version of Talent ability. Usable twice per day.

3. Adjust Powerful Attack [Champion Feat]

Your physical combat prowess is finely tuned to the point that you can shift your muscles in order to deliver a more effective attack.

Prerequisite: Any talent that allows to add dice to an attack (Power Attack, Slayer, Smite, etc.).

Benefit: Once per battle, when you hit while using prerequisite talent, you may also Daze the opponent for one round.

4. Air-Born Heritage [Talent]

Your very essence is infused with the elemental force of air and changes the very nature of your spellcasting.

Prerequisites: You can only have one heritage talent at any time. Spellcasting ability.

Benefit: You cast spells through elaborate dance-like forms and limb gestures. You use your Dexterity as a spellcasting ability, substituting it for the original ability required by your class.



Allied Cohort

Adventurer Feat

Light-Step Magic: Whenever spellcasting, you can also use move action during the same round and walk on surface of any liquid or miry medium. You need to end your movement on a solid ground.

Champion Feat

Traversing-Step Magic: As above, however you can also walk on walls and ceilings. You still need to end your movement in a safe place, from which you won't fall.

Epic Feat

Add Wizard's *Flight* to the spells you can cast.

5. Allied Cohort [General Champion Feat]

You have an ally who has sworn fealty to you.

Benefit: Whenever you spend an icon relationship roll of five, at your option an allied cohort may appear

to intervene on your behalf. Additionally, you do not suffer normal complications associated with a roll of five, apart from the risk of losing the ally.

Treat them as a creature of one level lower than you. The ally is utterly loyal, however if they are wronged, expend all of their resources (or lose their honor or reputation) or die while helping you, you lose this benefit until you level up.

6. Ancestral Knowledge [General Champion Feat]

Through communing with your ancestor, you can learn from their experiences.

Benefit: Pick a new background. It represents the sum of experiences of one of your ancestors. This background is always at one-half of your level, rounded down, and cannot be improved by spending further background points.

7. Arcane-Born Heritage [Talent]

You have embraced your talent for magic.

Prerequisites: You can only have one heritage talent at any time. Spellcasting ability.

Benefit: While casting spells, you can alter them on the fly to manipulate their effects. Only one effect can be applied at any time.

Widen Spell: The spell produces twice the number of hits (1d3 becomes 2d3), but the damage it causes is halved. Additional, non-damage, spell effects, are applied to the original number of targets only.

Shape the Spell: By lengthening the spellcasting by move action, you can change the visible shape of the spell (for example, a blast of fire could take the form of a phoenix). The new shape is of the same size as the original spell.

Adventurer Feat

Disengaging Windblast: Expend a spell slot as quick action, pop away from any enemies you are engaged with (disengage check at +5).

Color the Spell: If the spell is visible, and of any particular color, you may change this color to a

different one. This ability can be used together with Shape the Spell.

Champion Feat

Shielding Spell: Cast a spell as an interrupt action in response to an attack (this includes spell attacks). Calculate damage normally. Reduce damage from the attack by the damage of your spell. If the attack damage is reduced to half or below the original value, non-damage effects do not take place. If the interrupted spell deals several hits, the interrupting spell hits also should be calculated (roll the damage once) to find out if all attacker's spell hits were affected.

Epic Feat

Spell to Recovery: Expend a spell slot to gain a free recovery. The recovery must be used within 5 minutes of the use of this ability.

8. Armor's Gap [General Adventurer Feat]

You can bypass a target's armor with a weapon by searching for gaps and flaws.

Benefit: Once per battle, spend a move action to analyze opponent's defenses. Gain +4 to your next attack.

9. Behemoth's Foe [General Adventurer Feat]

You are gifted against opponents larger than you.

Benefit: Once per battle, use an interrupt action to discern attack pattern of an enemy of larger size than you. Gain or grant +4 to you or your ally's defense against enemy's next attack.

10. Booming Spell [Champion Feat]

You can cause deafening noises with any spell.

Prerequisites: Spellcasting ability.

Benefit: If you choose so, when you cast a spell, half of the spell damage (initial damage only, ongoing damage, if any, is not affected) is converted to thunder. This, in addition to loudly announcing your presence, adds the following enhancement to spell attack:



Behemoth's Foe

Natural 11+: The target is deafened, save ends.
You can use this ability twice per battle.

11. Burning Spell [Champion Feat]

You can cause destructive fires with any spell.

Prerequisites: Spellcasting ability.

Benefit: If you choose so, when you cast a spell, half of the spell damage is converted to fire. Additionally, this spell inflicts 10 ongoing fire damage, save ends, in addition to any already present ongoing damage, if any. If the spell is placed in 9th level slot, increase ongoing fire damage to 20.

You can use this ability twice per battle.

12. Capture Alive [Adventurer Feat]

You have learned how to defeat your opponents without killing them.

Benefit: Whenever you down an opponent, you may decide to leave them unconscious at zero

hitpoints instead of dying. Also, before or during a battle you can declare that the damage you deal is not of lethal type. Any enemy downed by you recovers to full hitpoints (or to the amount of hitpoints they had at the moment of your declaration) five minutes after the end of the combat.

Finally, you always carry a weapon handy for stunning or restricting movement (unless otherwise specified, it's a sap and bolas):

Sap (Strength) vs. AC—Crit range expanded by 8 (Ambush only). If the target takes a crit, they lose consciousness for five minutes (Ambush only).
Damage die: 1d4.

R: Bolas (Dexterity) vs. PD—The target is Stuck until they use standard action to free themselves.

13. Caustic Spell [Champion Feat]

You can lace some of your spell with a powerful corrosive element.

Prerequisites: Spellcasting ability.

Benefit: If you choose so, when you cast a spell, half of the spell damage is converted to acid, and the spell inflicts 5 ongoing acid damage, save ends (add ongoing damage, if the spell lacked it; replace ongoing damage, if the spell had any before converting the spell). Additionally, if focused on an object, you can break it (normal DC) or completely destroy it (hard DC) in a round (fist sized item), minute (one cubic feet, at will spell), or tunnel at the rate of of one feet per 5 minutes. Note however, that the acid creates toxic fumes, and any activity beyond two rounds in close proximity to the reaction without taking precautions inflicts 5 points of ongoing poison damage on careless individuals (making an actual tunneling a rather risky proposition, just like using too much acid in a closed space).

You can use this ability twice per battle.

14. Celestial-Born Heritage [Talent]

Your angelic heritage allows your abilities to operate on a higher plane of existence.

Prerequisites: You can only have one heritage talent at any time.

Benefit: Once per day you may cause your attack, spell or yourself pass through an otherwise impenetrable obstacle (personal items, like armor, are not affected by this ability). If moving yourself, you move at your walking speed, you need to end your movement in an empty space (otherwise you're shifted to your starting spot), and the direction of movement is not bound by gravity. While it is possible to use this ability to move through air, you cannot enter a living creature to cause havoc inside.

Adventurer Feat

Blend-in: When attempting to avoid notice, once per day, you can find lower the DC of any related checks by one category for five minutes.

Champion Feat

Holy Tears, Holy Blood: Your tears, or your blood (-1 HP per item), if sprinkled on a blade, arrowhead or



Chink in the Armor

other tool of war, as long as you wield it, cause it to deal holy damage for a battle or five minutes.

Epic Feat

The number of times you can use your Celestial-Born Heritage talent and the associated adventurer feat increases to half your level, rounded-down, per day.

15. Chain Arcs Spell [Champion Feat]

You can cast a spell so it branches out to strike secondary targets.

Prerequisites: Spellcasting ability. Single-target spell.

Benefit: Expend a move action in addition to normal casting time. The spell upon hitting intended target produces additional d3 hits against nearby targets. The targets take half of the original damage (as long as they are also hit), and no other effects

beyond the initial damage.

You can use this ability twice per battle.

16. Chink in the Armor [Adventurer Feat]

You follow up a successful attack in the same spot.

Benefit: If you score a crit against a target creature, then your next natural even hit against the same creature is also a crit.

17. Cloaked Fighting Style [Adventurer Feat]

You incorporate your cloak into your fighting style, using it to trap your enemies' weapon.

Prerequisites: You must have appropriate cloth, like cloak, or a specialized weapon like sword-catcher in your second hand, or an improvised weapon (like a chair).

Benefit: As an interrupt action in response to an enemy making a successful attack, make an attack roll. If you're successful, enemy's weapon is trapped, and the enemy suffers -4 to hit on this and future attacks with this weapon. The enemy may free themselves as a move action and another successful attack roll. After successful trap, the trapping item is destroyed and needs to be replaced, unless you have used a specialized weapon, in which case you can make another trap attempt.

18. Companion Cache [Champion Feat]

You use your mystical companion as a reservoir for your spells.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: Your companion gains mystical ability to store (swallow) one item or single spell. When requested they will return this item or spell to you (a returned spell recharges a used spell slot or replaces an unused spell slot). An action to store requires a minor, one minute long, ritual. The same, albeit reverted, ritual is required to return the item (or spell). Upon death of the companion, an item is automatically returned (a spell disappears in a shower of sparks). Note: Use your common sense – a pet hamster is

unlikely to swallow a greatsword.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

19. Companion of Ether [Epic Feat]

Your companion can shed its corporeal form.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: Your companion gains mystical ability to leave a material world. They can return anywhere they want next round, within a running distance of the place they left. Leaving is a move action, returning requires a standard action. Once per day the return can be delayed by up to five minutes, with the distance being accordingly longer.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

20. Companion of Glimmering [Champion Feat]

Your companion can blink in and out of reality.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: As long as the companion moved this round, or hasn't taken an action this round and moved last round, it is only partially corporeal gaining resistance 16+ to all forms of damage except force. This partial corporeality does not prevent the companion from carrying items or riders.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

21. Companion of Lifeforce [Adventurer Feat]

You companion and you share the same life force.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature. Ability to use recoveries to heal the companion.

Benefit: Whenever you use a recovery to heal yourself and as long as your companion is nearby, your companion is healed for half of the hitpoints you have recovered. However, if the companion dies, while nearby, you immediately lose two recoveries.



Companion of Lifeforce

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

22. Companion of Mischief [Champion Feat]

Your companion can magically mislead opponents.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: Once per an encounter, your companion may appear to be doing something different from what it is actually doing. This mischief lasts only until someone challenges it via physical contact or until two rounds pass. For example, a clever monkey can beg comically for a bit of food, while in reality it is going through nearest character's pockets. Or an enterprising crow could be seen flying away with a shiny ring, be shot by an archer only to appear flying in a different direction. Note that the ruse can last only up to two rounds from the moment it is initiated.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

23. Companion of Possession [Epic Feat]

You companion can shed its physical form and possess

another creature.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: Once per day, your companion can use its attack (change the attacked defense to MD) to merge physically with a target creature (the target creature must be of the same or larger size). Upon completion of the merge, the targeted creature becomes your companion for all intents and purposes. The possessed creature gets a hard save each round to attempt to free itself from the attacker (upon successful save, the attacker appears next to the possessed creature).

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

24. Companion of Scrying [Champion Feat]

Your companion becomes a focus for you divination and message spells.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: You and your companion share a special bond that allows you to experience the world through the senses of your companion. This ability can be used

in one of two ways, but no more than twice per day, and you lose one recovery per five minutes of scrying, or lose one recovery per one hour of full dive.

Scrying requires a reflective surface, through which you can view things your companion sees (requesting your companion to focus on a particular detail is a DC Normal task and lasts one minute). What you see you can share with any creature that you touch with an intent to share.

Full Dive means you hitch a ride in your companion's mind while your body enters catatonic state. Controlling companion's actions is a DC Normal task and lasts five minutes, however this brings considerable risk of being ejected or even abandoned – if the companion feels abused, frightened or significantly uncomfortable, it will attempt to make a hard save with an intent to eject you, with natural 20 meaning that the bond between you is permanently broken (finding a new companion is still possible though).

Full Dive Option: If your real body dies during full dive, you can use your five or six on icon relationship roll to become a permanent resident, or even, new dominant personality of a former companion.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

25. Companion of the Spirit [Epic Feat]

You have an amazingly strong spiritual connection to your companion.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: You can freely cast your soul or your mind into the body of your companion (their mind and soul travel into your body in exchange). Your companion mental abilities grow up to match yours, it learns to speak and form its own opinion.

Spirit Possession: You can also possess a body of any creature of the same species as your companion (for Skeletal Minions that would be any other skeletal creature) at the cost of a recovery per attempt:

R: Spirit Possession (Wisdom) vs. MD (a creature of the same species as the companion)—



Companion of Spirit

You cast your spirit into another body taking full control over it. Your stay in a different body than that of your companion requires expenditure of one recovery per hour.

Spirit Escape: You can also escape from your body into that of your companion (your original body collapses, and enters state of hibernation). You regain recoveries as normal, and you need to spend one per day to keep your original body alive.

Spirit Conquest: Your final ability is to fully take over a body of a possessed creature (see possession above). Your original body enters a coma from which it never awakens, while your mind and your soul wrestle control from the target creature. Your companion supports you in this task and must remain within far distance. You no longer need to spend recoveries to stay in the body of a possessed creature, but you also no longer regain recoveries – your companion willingly donates its own (it has only two, and needs to donate at least one per day to keep you in control). Once it donates seven, you become a permanent owner of the new body and start getting recoveries as normal (but only two in total). Then, at your option, you can go for the transforming the body into a mirror of your

original (yes, the undead will come to life that way). This is a painful process, during which you are helpless (your companion or your allies must care for your bodily needs so that you do not expire), and which lasts until you spend twenty recoveries total (your companion can donate, so it may take five to twenty days). If you complete the transformation, your body becomes exactly like your previous one, though your age will be lowered to the beginning of adulthood.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

Complication: Since your companion reaches your mental capacity, it may also become quite difficult to live with. Switching bodies is a traumatizing experience that may and should have a lasting impact on your personality.

26. Companion Unknown [Adventurer Feat]

Your companion can really blend in.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature. Companion creatures with truly outlandish looks (like skeletons) need to take additional measures (clothes, masks, etc.) to benefit from this feat.

Benefit: Your companion appears so unremarkable or fits in so well, that unless special attention is paid to it, they are ignored or passed over. Any attempt at stealth or subterfuge by the companion is one category easier. Any attempt to track or detect it, one category harder. Finally, if an Ambush is staged, the companion gains +4 to Initiative.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

27. Companion Unseen [Champion Feat]

Your companion can become invisible to all but you.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature.

Benefit: As a standard action, your companion can dive into your shadow. Exiting the shadow is a move action. The companion, while submerged, remains aware of its surroundings observing the world through

a mirror of smoke-like substance. The entrance is malleable, and there is no risk of a sudden change of lighting causing physical harm to entering or exiting creature. While submerged in shadow, the companion slowly succumbs to the feelings of apathy and alienation – if left there alone, it will become catatonic and, if awakened even become hostile and abandon you. Each stay over one hour requires check (DC normal) to regain companion's trust. Staying in shadow for eight hours requires a hard DC check (and probably a few days off without using the ability). A day and night in shadow makes it all but impossible (DC ridiculously hard) to regain the bond with your companion.

The undead, mindless or construct (or elemental, or shadow) companions may lack feelings, but their bond also erodes while left in shadow, and as such may require even greater effort to repair it.

Special: If the companion is replaced, the previous one loses this ability, and the new one gains it.

28. Control the Constructed [Champion Feat] or [Two Champion Feats]

Your knowledge of the inner workings of constructs allows you to gain control over them.

Benefits: Define the nature of your ability (magic flow control, magitech interface, spirit kinship, something else). Any time you touch a construct, you may attempt to connect, communicate and subjugate its will (these are three separate actions, each requiring a move action to execute). For the three sample abilities, these are realized as follows:

- **Magic Flow Control:** You attach yourself to the magic flows animating the construct. By sending signals, you can establish communication on a low level, and by sending your own signals with greater force, you can force the construct to act according to your will. Analogy: contest of wills.
- **Magitech Interface:** A part of you has been altered to become a construct specialized in communication and invasion of other constructs. When attached to a construct, it translates your thoughts into impulses that travel into other constructs and execute control or

exchange information. Analogy: programming.

- *Spirit Kinship*: Constructs are animated by spirits, usually of uncaring and aloof personalities, like intelligent hamsters endlessly running in loops because alternatives are of no interest. Nevertheless, via touch you can contact these animating forces and stealthily open them to new possibilities of action. Analogy: negotiations.

Mechanically, the actions are:

- **Connect (Dexterity) vs. PD**—As a move action you establish physical contact. Outbreak of hostilities occurs only if the construct was previously instructed to ignore all attempts to connect or aggressively eliminate presence of trespassers.
- **Communicate (Wisdom) vs. MD**—As a move action you communicate. Questions and answers are possible. Hostilities may ensue if the construct was instructed to demand authorization, and you fail to provide valid credentials or waylay construct's logic. As long as you maintain contact, you can continue talking.
- **Subjugate (Intelligence) vs. MD**—As a move action you alter behavior patterns of the construct. As long as the construct has been instructed to protect itself, the hostilities break out if you fail. As long as you maintain contact, you can continue to attempt to subjugate.

When you subjugate a construct, you can alter its behavior patterns to suit your needs. Your changes disappear five minutes after you break connection.

Special: You can learn to make the changes permanent as long as you take this feat twice. You can also turn the construct into your companion - remember however, that you can only have one companion at a time. Additionally, the construct companion progression through levels is halted until it matches Ranger's Animal Companion level (the construct retains its special abilities and attacks though, and does not gain Animal Companion's feats or abilities).

If the companion is replaced, the previous one loses this ability, and the new one gains it.



Control the Constructed

29. Countercharge [Champion Feat]

You are trained in defeating a charge.

Benefit: Once per battle, when you intercept or when you are being engaged, as an interrupt action you may perform a basic attack. If your attack has better reach (for example, if you wield a polearm and the enemy comes at you with a mace), you gain +3 to your attack.

30. Crushing Rush [Adventurer Feat]

You can grind your foes underfoot.

Benefit: Once per battle, when you engage your opponent, you gain a free attack that occurs before your normal attack:

Crushing Rush (Strength or Constitution) vs. PD (same-size or smaller opponent)—The opponent is

knocked over (-4 to attack, -4 to defenses until they get up or scarper), you have the option to pass over or stand at the place they are lying.

31. Create Opening [Adventurer Feat]

You hamper your opponent's ability to defend herself against an attack.

Benefit: Once per battle and as a quick action, you can distract an opponent so that their defense is lowered:

C: Create Opening (Dexterity or Wisdom) vs. MD—Opponent is at -4 to their defenses against next attack or until one round passes, whichever occurs earlier.

Complication: The attacker should describe how they go about creating the opening.

32. Cutting Insult [Adventurer Feat]

Your sharp tongue and quick wit are so brutal that you can actually harm an opponent with words alone.

Benefit: Once per battle you may, as a free attack, insult an opponent with exceeding wit, issuing a brutal slight:

C: Cutting Insult (Intelligence or Charisma) vs. MD—The opponent's overwhelmed with single-minded fury, attacking you, and you alone, save ends. Alternatively, the opponent is distraught and they attack randomly, save ends. In both cases, they are at -4 to attacks.

Complication: The attacker should utter a convincing insult.

33. Danger Prescience [Epic Feat]

You have the ability to know things before they happen.

Benefits: Each time a battle begins, as an interrupt action during the very first attack made by an opponent, you instinctively attempt to move out of harm's way. This increases your defenses by +4, even if the attack is not targeting you. This applies also to attacks performed by traps or environment, but not more often than once per 5 minutes.

Special: You do not have control over this reaction, it always occurs. This means that you cannot take an



Dishonor's Bane

arrow for your friend, or use your body as a cover for someone else... not at the beginning of combat anyway.

34. Discern Item [Adventurer Feat]

Your knowledge of magical items is so great that you can identify the nature and abilities of such items at a glance.

Prerequisites: A background related to research, magic and, optionally, magitech and technology.

Benefit: DCs of all attempts to learn information about an unknown item functions is lowered by one category.

Special: The ability also applies to magitech items (items that use both magic and technology), constructs and technology.

35. Dishonor's Bane [General Champion Feat]

You can strike hard against anyone who attacks you in a cowardly fashion.

Benefit: This feat activates automatically, once per day, whenever you're Ambushed, betrayed, attacked by overwhelming numbers (more than 5 opponents), attacked in dishonorable fashion (sniped, poisoned, backstabbed) or set to take a fall for someone. You gain

free recovery and a free immediate save against all ongoing negative effects at normal difficulty (both abilities usable once per battle).

Epic Feat

Whenever Dishonor's Bane activates, increase Escalation Die to 2 (or increase by 1, whichever makes it higher) and gain +1 to all defenses until the end of battle.

36. Despoiling Ability [Champion Feat]

Your spells can disrupt defensive abilities.

Prerequisites: Spellcasting ability. Single-target spell.

Benefit: Usable once per day. Your spell as a side effect creates a small glowing spider-like creature that attempts to hide on your target. Afterward, the moment the target attempts to use any defensive ability that requires activation (halving a damage in response to attack does qualify, use of resistance does not qualify), the spider-like creature dissipates in a shock of lightning:

Despoiling Shock (spell attack) vs. PD—Inflict 1d4 per level lightning damage and the target creature loses a defensive ability they wanted to activate until the end of combat. The lightning spider can be destroyed before discharge if the target creature expends a standard action and makes a normal save. The lightning spider, if not discharged or destroyed, disappears after 5 minutes.

37. Disrupting Spell [Champion Feat]

You can preemptively counter an attack.

Prerequisites: Spellcasting ability. Single-target spell.

Benefit: Usable once per day. Your spell as a side effect creates a small glowing centipede-like creature that attempts to hide on your target. Afterward, the moment the target attempts to attack, the centipede-like creature dissipates in a shock of lightning:

Disrupting Shock (spell attack) vs. PD—Inflict 1d4 per level lightning damage and the target creature does only half of the damage with this particular

attack until the end of combat. Additionally, if the attack inflicts any effects in addition to initial damage, these effects do not take place (also until the end of combat). The lightning centipede can be destroyed before discharge if the target creature expends a standard action and makes a normal save. The lightning centipede, if not discharged or destroyed, disappears after 5 minutes.

38. Earth-Born Heritage [Talent]

Your very essence is infused with the elemental force of earth and changes the very nature of your abilities.

Prerequisites: You can only have one heritage talent at any time.

Benefit: Your body is heavy and powerful. You can substitute your Constitution for Strength in any Strength-based checks, and use Constitution bonus to damage whenever you deal damage. Additionally, when calculating defenses, use Constitution in place of Strength and Dexterity.

Adventurer Feat

You gain resistance 12+ to acid and lightning damage.

Champion Feat

Any tasks that relate to masonry, smithing or smelting, and jewelry-making are one category easier for you.

Champion Feat

Once per battle, you may spend two recoveries as a move action to grow a second skin made of stone:

- Gain number of temporary hitpoints as per two spent recoveries. The temporary hitpoints are lost first. If the temporary hitpoints are lost, all effects listed after this one disappear.
- Resist 16+ to all damage excluding poison and bleeding damage.
- Acquire -10 to Initiative score.
- Your unarmed attacks against solid objects work like siege damage (that is, you can damage all structures with your physical attacks, though your damage is still

halved against most solid objects).

Epic Feat

You no longer need to breathe. Additionally, you can swim through earth like others do through water, and you can even pass through solid rock at the rate of one foot per five minutes.

39. Eccentric Specialist [Talent]

You are focused in an unusual area of study for your profession.

Benefit: You have an uncanny knack for learning new skills. By studying with an expert, you can pick basics of their profession within a day (as long as you haven't picked such or similar background already, gain background of *New Profession* +2). At character creation, you can pick three backgrounds at +2 in addition to those obtained during standard character creation, with the limit of five different backgrounds total. You can also forget an existing background, and learn a new one in its place. You can spend points on these backgrounds as normal.

Adventurer Feat

Increase the number of different backgrounds to six.

Champion Feat

Increase the number of different backgrounds to eight. You can also increase level of any background from +2 to +3 by spending a week studying with an expert.

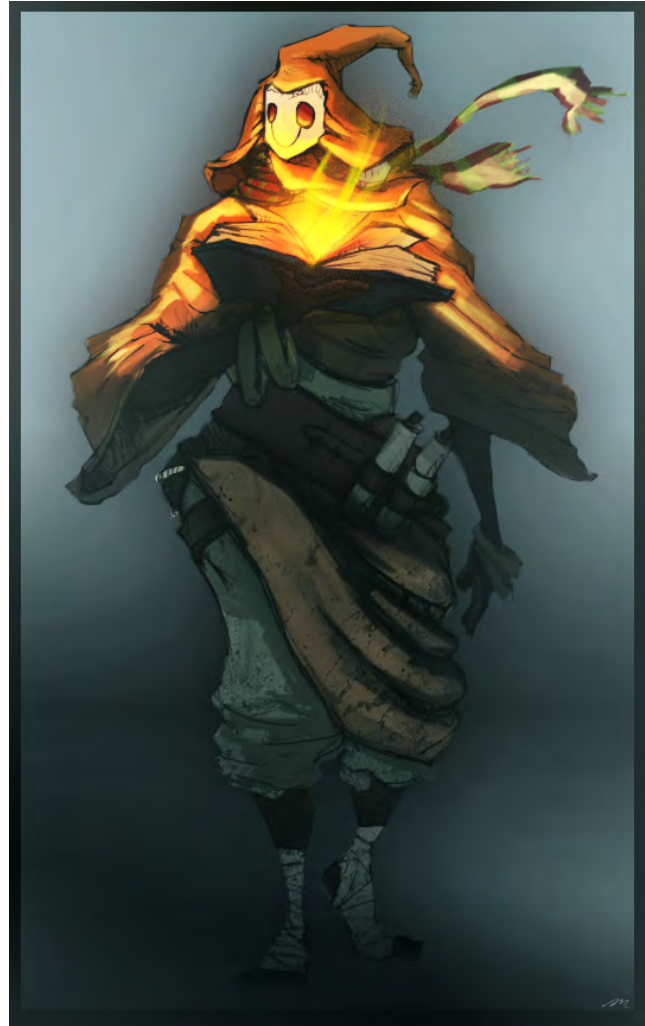
Epic Feat

You can take this feat more than once. Increase the number of backgrounds available to you by four. You can also increase level of any background from +3 to +4 by spending a month studying with an expert.

40. Eschew Energy [Champion Feat]

You can redirect magical energy effects away from yourself.

Benefit: When you wake up after a long rest, select an energy type from the following: cold, fire, lightning and thunder. Whenever you are targeted by an attack



Eccentric Specialist

dealing damage of this type, the attacker must score 16+ on their attack, or the attack is absorbed by you and redirected to any other creature near you. You choose the alternative target, or if you prefer not to, you can also ground the energy of the attack by redirecting it into an object (floor, for example).

41. Escape of Opportunity [Adventurer Feat]

When an opponent gives you an opportunity to flee, you take it.

Benefit: Once per battle, as an interrupt action in response to an opponent's action, you may perform a

desperate dash to distance yourself from a threat. You have +4 to Disengage, and you can move up to your standard walking distance.

42. Exploit Opening [Adventurer Feat]

You take advantages of combat opportunities when they present themselves.

Benefit: Whenever you make an opportunity attack, you can choose to make a non-basic melee attack.

Normal: When you make an opportunity attack, you are allowed to make only basic melee attack.

43. Fate-Born Heritage [Talent]

Your destiny allows you to achieve greater and greater success.

Prerequisites: You can only have one heritage talent at any time.

Benefit: Every day, the first attack that targets you and scores a natural twenty, is re-rolled.

Adventurer Feat

Every day, the first time you roll a natural one on d20, you re-roll the dice.

Champion Feat

Once per day, you can re-roll any check, save or attack. However, for the rest of the day, any roll of 4 or less is treated as natural one (this will trigger the ability granted by this talent's Adventurer feat, if it hasn't been used yet).

Epic Feat

Fate favors you. You always get one more save on any last-gasp saves. Any attack that would have brought to you zero or less hitpoints, is re-rolled. And, the first time you die, each level, you survive by some miracle.

Complication: Each time the ability granted by this feat is used, the fates throw some rotten luck your way... later, when it's safe. It may be some bad luck at cards or a dark secret coming to light, though an epic quest is more likely. Either way, this feat is a friendly

favor that you will be returning soon.

44. Favored of the Gods [Adventurer Feat]

Your allegiance to the divine provides you with unusual resilience to magic associated with it.

Prerequisites: Any background that allows you to excel in the knowledge of the divine.

Benefit: Once per battle, when you are confronting an opponent wielding divine power or closely aligned with a particular religion, you can call on a different patron to grant you strength to resist or break the foe. The choice is a free action but requires that you explicitly and unambiguously refer to the opponent (by their name or looks) in a short prayer. The effect is either Resistance 12+ to all attacks of this particular opponent for the duration of the battle, or divinely-empowered harsh diatribe that leaves the opponent reeling (this is an attack that requires a standard action):

C: Harsh Diatribe (Intelligence, Wisdom or Charisma) vs. MD—Dazed, save ends. Once the save is made, the opponent is likely to focus on you.

Natural 18+: The effect of your diatribe is so profound, that the opponent prefers to flee (or, if escape is not possible, to surrender), their resolve broken.

Complication: This particular feat should come with a tax proportional to the success it brings. The player should be required to come with words. Additionally, breaking a spirit of an opponent is likely to leave you with a potential convert.

45. Fearsome Executioner [Adventurer Feat]

Your killing strokes invigorate you and your allies while striking fear into the hearts of your enemies.

Benefit: The first time during a battle when you bring an opponent to Staggered status or if you down them, Escalation Die is increased immediately by one, and there is always notable effect accompanying that. The effect is likely connected to your One Unique Thing, and should be obvious enough to strongly affect

morale. Example effects would be:

- A delicate halo briefly illuminates your body.
- Your eyes gleam with devilish red light.
- Your weapon glows leaving a light trail in its wake.
- Blood of your enemy is adding to your fearsome looks.
- You make a comment that raises the spirit of your allies.
- You let out a powerful roar of triumph.

Special: Multiple uses of this feat (several characters with the access to this feat present at the scene of the battle) are not possible.

46. Fearsome Reputation [Champion Feat]

World travels fast about your actions spreading fear far and wide.

Benefit: All attempts to intimidate or coerce through threats are one category easier for you. If the opponent hasn't heard about you, you need to converse with them for at least five minutes to benefit from this effect.

Complication: Whenever you roll five on an Icon Relationship roll, you are likely to become a target of hostile action by someone, who feels wronged by you or who is simply envious of you.

47. Fey-Born Heritage [Talent]

Fey magic is inherent to your very nature.

Prerequisites: You can only have one heritage talent at any time.

Benefit: All feats of agility, from juggling knives, to prestidigitation tricks and tightrope walking, are one category easier for you.

Adventurer Feat

Once per day, you can climb or walk any surface (walls, ceilings, water, tree leaves, blades of grass) without so much as leaving a footprint. This also means that all your stealth checks are one category easier. The ability is activated as a free action, you cannot split its duration (though you can end it before it runs out), and it lasts one battle or five minutes.

Special: While using this ability, you become Vulnerable to any attack made by steel or iron weapon.



Fearsome Executioner

Champion Feat

Once per day, for the duration of five minutes or for one battle, your senses sharpen to the degree that allows you to see in darkness (good enough to discern shapes and judge distances, but not good enough to read books or differentiate between colors), including magical darkness. Additionally, your hearing allows you to hear bats, you can judge the size of any room by clapping your hands (or similar) and your hearing checks DCs are lower by one category – with a bit of luck (Hard DC check) you can navigate around obstacles just using a sound of your footsteps and your ears.

Special: While using this ability, you are Vulnerable to Thunder damage.

Epic Feat

Your adventurer and champion abilities can be used at-will.

48. Finishing Move [Talent]

You learned a secret awe-inspiring attack that has become your signature.

Prerequisites: This ability cannot be used with spells or siege engines. The attack needs to be described in sufficient detail as to be identifiable as a special technique.

Benefit: When Escalation Die is 3 or higher, you may spend two consecutive standard actions to deliver a double strength attack (the damage is doubled as if you have made a critical hit, this includes miss damage). If you score a critical with this attack, triple the damage instead. You can make this attack once per battle.

Special: Even though you do not make an attack during the first standard action, the Escalation Die still increases as you gather energy for the attack.

Adventurer Feat

When you use the first standard action of the Finishing Move, you can make an attack with it as normal, however the damage is halved (this includes miss damage and critical hit damage).

Champion Feat

You may begin the attack at Escalation Die equal to 1, or you may even start taking the first action in the first round of combat if you spend a 6 from your Icon Relationship roll. You can also make this attack twice per battle.

Epic Feat

The attack gains one of the special properties. You may take this feat more than once.

- Attack damage type gains additional type (select from the list): acid, cold, fire, force, holy, lightning, negative energy, poison, psychic, thunder. Note that the damage is not divided between two types, but rather

becomes both types. Against opponent immune to fire, a negative-fire-physical attack will still deal full, albeit only negative and physical, damage.

- Siege scale attack: This attack deals 1d3 hits when directed against a group, and can also damage structures.
- Ranged attack: The attack can be used up to far range, but it does not incur attacks of opportunity.
- Controlled fury attack: During a second standard action you can make another normal attack instead. The Finishing Move energy is retained and be used as any other attack during this combat. Specifically, you can release the Finishing Move in place a standard attack, an attack of opportunity or, if another ability allows you to make an attack as an interrupt action, during interrupt action attack. You can use Controlled fury attack even if you're Hampered or under influence of Fear. You cannot delay the attack longer than 5 minutes after you prepared it.

49. Fire-Born Heritage [Talent]

Your very essence is infused with the elemental force of fire and changes the very nature of your abilities.

Prerequisites: You can only have one heritage talent at any time.

Benefit: You're a kin to fire element. You gain resistance 12+ to fire, and creatures related to fire actively seek to avoid harming you. Any attempts to communicate or influence actions of such creatures, are one category easier for you.

Adventurer Feat

You can literally eat fire. Once per battle (or every five minutes) and as a quick action, you can eat a medium-sized source of fire extinguishing it and gaining a free recovery, immediately usable as a free action. You can eat fire once per round (potentially stopping a fire), but the recovery is gained only once.

Champion Feat

You can eat fire twice per battle to gain a recovery. Additionally, you can eat fire (quick action, again) and

then imbue your next attack or spell with it, adding 10 ongoing fire damage (save ends).

Epic Feat

You become immune to normal fire and gain resistance 16+ to magic fire. Moreover, whenever you're subjected to a fire attack, you heal 20 hitpoints. Additionally, if you imbue your attack with fire, it burns so hot that it both changes your attack type to fire and it overcomes resistance to fire.

50. Focused Dispelling [Adventurer Feat]

You have either learned the secret of dispelling magical effects or are naturally gifted at doing so.

Prerequisites: Any one of the following: a background related to magic research, Ritual Magic feat, Ritual Casting feat or a spellcasting ability.

Benefit: Once per battle, when someone's in the act of spellcasting a spell or a ritual, or making an attack that is obviously magical, you can, as an interrupt action, make an attack using a light weapon or cantrip spell. If your attack is successful, you deal half the normal damage, your opponent is distracted and takes -4 to the interrupted activity. If the opponent misses with an attack due to your interruption, they do not inflict miss damage or effect.

51. Force Movement [Adventurer Feat]

You force your opponent to yield a position.

Benefit: This trick works only once per opponent per battle. When you hit an opponent with a melee attack, you can follow-up with a free melee attack vs. PD, with a success resulting in the opponent popping free away from you. You and this particular opponent are no longer engaged.

Note: If you are using battlemat, this is a five feet step away from you for your opponent, that does not incur attacks of opportunity and cannot result in the opponent entering a non-empty space.

52. Fortunate One [Champion Feat]

You possess a degree of control over the ebb and flow of your luck.



Freezing Spell

Benefit: Twice per day, you can roll 2d10 and use the sum of both dice to replace the result of one d20 roll. You may only use this before the success or failure of the original roll is determined.

53. Freezing Spell [Champion Feat]

You can cause bitter numbing cold with any spell.

Prerequisites: Spellcasting ability.

Benefit: If you choose so, when you cast a spell, half of the spell damage is converted to cold, and the target's initiative count is halved. Additionally, if focused on a surface of a water, you can freeze it (the other half of spell damage cannot be thunder or fire; you can freeze one square feet of surface per one point of cold damage to create thin cover of ice, one square feet of surface per five points of damage if the ice cover needs to hold a medium-sized creature).

You can use this ability twice per battle.



Hinder Attack

54. Gentleman Thief [Champion Feat]

You have a mystical sense for finding the valuable items in a horde and convincing others that they should be yours.

Benefit: Whenever you're searching a room for a valuable object, or when you want to appraise value of an object, or when you want to convince someone that your presence at the scene of the crime is justified, or that an object is rightfully yours, the DC of the task is one category lower, with the following limitation: an outrageous claim, if successful, will be believed for no more than five minutes.

Moreover, if captured, restrained or bound, regardless if it is magic or mundane, you can spend a five or six result from an Icon Relationship roll to immediately free yourself.

55. Great Hunter [Champion Feat]

Your hunting skill makes you something of a celebrity.

Benefit: Gain +8 initiative for a duration of an Ambush set by you. Additionally, when making an attack during an Ambush, roll 2d20 and pick the result you prefer.

56. Hinder Attack [Adventurer Feat]

You hamper an opponent's ability to use their attacks.

Benefit: Each time you score natural even hit, decrease opponent's initiative count by a value equal to your level. A count that would be reduced below one, is set to one instead and it cannot be reduced further. The effect is applied at the beginning of the opponent's next turn. You can use this feat only once per round.

57. Hinder Effect [Champion Feat]

You hamper an opponent's ability to inflict effects.

Benefit: Your attacks gain the following enhancement:

Natural 16+: The next time an opponent hits with an attack that has an effect besides damage, they need to pass a normal save or fail to inflict the additional effect. The additional effects prevented are ongoing damage, condition effects, free attacks, and attack enhancements. This enhancement will work only twice per battle.

58. Human Adaptation Heritage [Two Talents]

Choices related to your calling are not irrevocable.

Prerequisite: Human. You can only have one heritage talent at any time. This talent takes two talent slots.

Benefit: Whenever you obtain a feat, you learn two feats instead, one active and one inactive. The number of currently active feats remains unchanged (a first-level human is going to have only two active adventurer feats), but you can switch active and inactive feats.

At any time, the owner of this talent, can meditate for a duration of a quick rest to swap an active feat for an inactive feat, as long as the swap involves feats of the same tier, and the swap does not violate prerequisites of active feats (you cannot activate a feat that you do not meet prerequisites for).

59. Immobilizing Shot [Adventurer Feat]

Your ranged attack pins your opponent in place.

Benefit: Twice per battle, and at the expense of both move and standard action, you may attempt to immobilize an opponent with your ranged attack:

Natural 11+ hit: Your target is Stuck, normal save or standard action ends.

60. Impede Movement [Adventurer Feat]

You hinder your opponent's wings, feet, knees, or some other body part inhibiting your foe's ability to move.

Benefit: Twice per battle you can perform the following attack:

Impede Movement (Strength or Dexterity) vs. AC—Deal normal damage. Opponent's speed is halved. Flying creatures need to land. All disengage checks against the opponent's are made at +4 bonus. All disengage checks made by the opponent are made at -4. Hard save ends.

61. Improved Focused Dispelling [Champion Feat]

You can draw upon both upon your own mystical skills and talents to disperse spells and magical effects.

Prerequisites: Any one of the following: a background related to magic research, Ritual Magic feat, Ritual Casting feat or a spellcasting ability.

Benefit: You can create a ritual that breaks an existing magical effect in 3d6 minutes as long as you succeed on a Hard DC check. Note that magic effects with large area of effect or created by particularly accomplished creators, or anchored to powerful magic sources, require high resource expenditure. Therefore taking down a flying castle requires an effort comparable to sending it flying in the first place.

Unravel Death Magic: The good news is that if you want to save your friend from petrification, a death curse or any other magic effect that inflicts last-gasp saves, you can attempt to halt the onset of death attack effect by taking a standard action and passing a Hard DC check.

Deflect a Deadly Spell: Twice per battle, when you're hit by an obviously magical attack, you can make it target someone or something else by a wave of hand, use of an interrupt action and a successful normal save.

62. Improved Reinforce Spell [Champion Feat]

You can imbue your magic creations with security measures.

Prerequisites: Any one of the following: a background related to magic research, Ritual Magic feat, Ritual Casting feat or a spellcasting ability.

Benefit: Outside of the combat, whenever you cast a spell or a ritual, you may add to them a security feature to prevent tampering. Anyone attempting to interact with them in ways that are not intended, needs to either solve a puzzle, provide an answer to a riddle, use a proper key in an arcane lock or enter a secret code.

Attempts to circumvent this protection are always Ridiculously Hard and failures are punished harshly (see Traps, Ridiculously Hard challenge level).

Attempts to circumvent this protection while using an ability dedicated to breaching magical security require two successful Hard DC checks instead of one Ridiculously Hard, and failing the first Hard DC check does not bring punishment (in other words, a skilled hacker is in comfortable position of withdrawing without being harmed).

Two-Stage Spell: Twice per battle, an attempt to actively (resistance ability does not fall into this category; use of an interrupt action ability fits perfectly) avoid an effect of your spell, or an attempt to disrupt your spellcasting, trigger a security measure that functions like single target, normal challenge level, trap (it's free attack that is generated automatically by your spell).

Complication: The nature of the security should be specified by the owner of the feat. It could be talisman written on rice paper that erupts in a fiery arc burning a target, or a phantom uttering a piercing shriek, or maybe a little levitating doll that spouts obscene curses and throws miniature daggers.

63. Infernal-Born Heritage [Talent]

You have strengthened your infernal heritage by making a diabolic pact.

Prerequisites: You can only have one heritage talent at any time.

Benefit: You know how to bargain. All attempts to bargain are one category easier as long as your offer sounds reasonable.



Infernal-Born Heritage

Adventurer Feat

People are instinctively afraid of disobeying you. Whenever you are using a chain of command to make someone to take an action, your DC is one category lower. The downside is that to use this ability, you must have committed an act of violence in the presence of the influenced party (killing an enemy, slapping or otherwise humiliating another underling).

Complication: This also means that your peers and underlings are loyal through fear rather than through respect.

Champion Feat

As a standard action, you may summon a hell imp*. During the action you voice an offer sufficiently gruesome so that such a petty servitor accepts (a finger or an eye of a living victim, for example). If you fail to uphold your end of the bargain, another hell imp is

going to show up some time later to collect the item from you, most likely during your sleep.

The hell imp stays until the end of an encounter, or for five minutes, faithfully executing your orders with an occasional chilling comment. If it dies in a line of duty, the bargain is void, so expect it to be pretty careful (read: unreliable).

* A Hell Imp creature can be found in *13 True Ways* by Pelgrane Press.

Epic Feat

Whenever bargaining, you may offer to make a deal and seal it with blood. In addition to the price for your service, for the duration of the deal, you can influence actions of the contracted creature by speaking to them (the DC to convince the creature is one category lower than it would be otherwise) or by sending them a written message signed with your blood. Additionally, for the duration of the contract, you gain one more recovery than usual (cumulative for all contracts currently in force). Your death voids all your contracts, and at any time you can sell any of your contracts to anyone.

64. Inspiring Renown [Epic Feat]

You life story has become a stirring legend that rouses others to action.

Benefit: At your command to attack or if you make an inspiring appeal, your allies benefit from Escalation Die up to the Far range until the end of the battle. Alternatively, if you are attempting to negotiate against all odds (pleading a small favor with a deadly enemy, requesting hostage release from a blackhearted villain), you DC is only Hard, instead of Ridiculously Hard.

65. Invisible Spell or Attack [Epic Feat]

You can cast a spell or make an attack so that it becomes invisible.

Prerequisite: Spellcasting ability or a flashy attack that deals non-physical damage.

Benefit: You can sculpt the shape and color of your

ability so as to make it almost unnoticeable. At the moment of using it, decide whether or how to alter the ability: mimicry (change its looks to resemble something else), transparency (the effect can be seen through to the point of being unnoticeable) or mirroring (perfect reflection of its surroundings). To a surprised spectator, noticing your ability is Ridiculously Hard, while someone cautious and warned needs only to pass a Hard DC check. Note that while the use of the ability is difficult to spot, its effects do not change – a burst of fire that silently flew like a butterfly will blossom into a large cloud of butterflies upon the target dealing fire damage as normal.

66. Mass Bull Rush Shock Wave [Epic Feat]

You can transmit the strength of your attack through powerful shock wave.

Benefit: You gain an ability to inflict a powerful shock wave that can affect creatures and structures alike:

C: Mass Bull Rush Shock Wave (Strength) vs. PD (all creatures and structures up to Near range)— Normal damage. Creatures are Dazed for one round and automatically pop away from you. Structures (Vehicles included) also take damage* if they are within area of your attack, and double damage if half or more of the area of your attack overlapped with the structure.

Limited: You can use this attack only once per battle.

Miss: Your targets take only half damage, and they do not suffer any additional effects.

* If you do not have access to the Structure rules, published first in *The Breaking of Forstor Nagar (13th Age)* by Rite Publishing, use these simplified rules: An ordinary reinforced structure (like small gate) is level 4, a two-three store building is level 6, and a fortified tower is level 8. A vehicle is a mook but otherwise follows the same rules, a cart being level 4, an armored siege tower level 6, and a galley being level 8. Assign hitpoints as per size (medium, large, huge, with greater structures as multiples of huge size). All structures take no damage from light weapons

(weapons deemed too light to inflict damage) and half damage from other weapons unless 16+ is rolled on attack roll (anything that deals Siege damage, deals the damage regardless of size or looks). Bringing a structure to Staggered or 0 hp inflict automatic attack damage on everyone within a reach.

67. Master of the Ambush [Epic Feat]

You are amazingly gifted at arranging ambushes.

Benefit: You take a 20 on your Initiative when preparing an Ambush (requires at least five minutes to prepare). You and three allies of your choice gain +4 to initiative and to any stealth checks after your preparations and before the Ambush. The number of the people who can act during Ambush round increases to four as long as it is your side who gets to act during the Ambush.

Special: If your party numbers more than four people, increase the number of privileged allies to the number of the members of your party.

Normal: During an Ambush round only two participants with the highest initiative score are allowed to act.

68. Merge Spell [Champion Feat]

You can fuse a spell and object together.

Benefit: You can cast a spell into an item. A spell cast this way prevents you from using its spell slot until the spell is released from the object (you cannot exceed your spell slot allotment using this feat, though you can create a reserve for someone else to use).

An item can hold only one spell, unless you cast all spells as a separately researched ritual (Hard DC, a week to research, one hour to cast into the object, spells cannot be released simultaneously – this feat cannot be used to discharge multiple spells with a single release). If an object stores multiple spells and if a condition for spell release matches multiple spells, the spells are released in random order, at the rate of one spell per round.

Afterward you can release the spell upon attack (making a free attack roll for the spell) or during any activity. For spells that are harmful specify the safe



Merge Spell

and the unsafe area of the object – those in contact with the safe area are considered allies at the time of the spell release. The target of the spell changes to a valid target(s) touching the spell-imbued object or nearest eligible target(s) within spell range. The condition for spell release is either your, caster's, act of will (free action) or one of the following:

- The condition of spell-imbued object changes to broken or destroyed.
- The object comes into a contact with a substance specified at the time of the casting (the substance of the same kind must be touching the object at the time of the casting).
- A specified period of time passes (but no more than one year). If a year passes, the spell dissipates.
- A command word or phrase is spoken within Near distance of the object.

69. Misleading Spell [Adventurer Feat]

You can cast a spell so that it appears as another spell entirely.

Prerequisite: Spellcasting ability.

Benefit: The looks and sound of a spell you cast change to those of another spell you have memorized in a spell slot (exception: you cannot change the sound of a spell that deals thunder damage). The effect remains unchanged. You can also attempt to disguise a ritual you're casting to hide its true purpose, but this requires success Hard DC check to fool spectators (or, if the check would have been Hard to due their relative ignorance, you would need to reach only a Normal DC).

70. Monstrous Physique Heritage [Talent]

You are an unusually large specimen of your race.

Prerequisites: You can only have one heritage talent at any time.

Benefit: You have unusually large body mass. It would qualify you for the next size category if it didn't also weigh you down, effectively canceling your increased strength and constitution. You need to eat and drink twice as much, your clothes and armor cost double, your quick rests take twice as long, but on the other hand you also get to increase the base number of hitpoints gained per level by 5 – the formula becomes as follows:

$(\text{CLASS_BASE} + 5 + \text{CON mod}) \times \text{LEVEL_COEFFICIENT}$.

Your additional hitpoints are:

- + 15 at 1st level,
- + 20 at 2nd level,
- + 25 at 3rd level,
- + 30 at 4th level,
- + 40 at 5th level,
- + 50 at 6th level,
- + 60 at 7th level,
- + 80 at 8th level,
- + 100 at 9th level,
- + 120 at 10th level.

Adventurer Feat

Once per day, you may make an extra effort and put



Monstrous Physique Heritage

all your weight into your attack or feat of strength check. Your attack deals double damage, and your strength check gains +4 bonus.

Special: You cannot deal critical damage with this attack due to lack of precision.

Champion Feat

You continue to grow. You can wield an oversized weapon. Increase weapon dice damage by one step.

Epic Feat

Your growth completes. You can use Adventurer Feat ability once per battle (or five minutes), with 16+ recharge immediately after the use.

71. Mystical Healer [Adventurer Feat]

Your skills at healing are without peer.

Benefit: Gain one additional recovery. Add two points to a background related to healing (up to a maximum of five) or add Mystical Healer +2 background.

72. Oath of Life [Adventurer Feat]

You swore an oath that you would rather break bones than take lives.

Prerequisites: An oath to preserve life, even that of your enemy.

Benefit: You've sworn not to take lives in a place of power. Since then, all the enemies you fell with your attacks automatically stabilize at unconscious status (as long as they were alive to begin with). Moreover, you can select a weapon of heavy or martial category you would have had normally an attack penalty – you can use this weapon without attack penalty.

Special: Being merciful is not the same as being suicidal. You are not obliged to show mercy to those who has spurned your attempt to save their lives, or to those who attempt to take advantage of your ethics and endanger innocents.

Complication: This is definitely one of those abilities that come with a heavy burden. In a grim and dark fantasy campaign, this oath can be all but impossible to fulfill, so always consult your GM before taking this feat.

73. Obeah Focus [Champion Feat]

You are capable of crafting an obeah focus.

Prerequisite: Appropriate background or spellcasting ability (efficient hexing requires specialized knowledge).

Benefit: You can hex people, objects and places using special trappings and focused ill intent. There are two uses of this ability. The first one, battle attack:

C: Evil Eye (Wisdom or Charisma) vs. MD (only one Evil Eye effect per target)—The target suffers -2 to all checks and -1 to all attacks until the next dawn. Alternatively, if you expend a 5 or 6 on from an Icon Relationship roll, the effect becomes a full-fledged curse that lasts until a condition specified at the time of the casting is met (note that caster's death or destruction of caster's possessions is also sufficient, so most casters use a condition that is easier fulfilled than by caster's demise or poverty).

Baneful Ritual: The second use is a specialized form of ritual spellcasting that requires crafting a

representation of your target. The representation must be made by you over a course of one day, it must contain ingredients related to the target of the hex (worth at least 30 gold) and successful Hard DC check. Retry is possible as long as at least one level is gained since the last attempt. The representation must be stored near its target (sewn into target's clothes, buried or added added at an altar for a location, or, for an object, hidden in a close proximity).

Sample curses vs. a creature – choose or roll d6:

- 1: Bad body odor, nasty skin rash or hair loss.
- 2: Bad health (cut the number of available recoveries in half).
- 3: Nightmares (recovers only half of the recoveries per night's rest) with random dozing off during a day (roll of 1-4 on d20 during any monotonous activity).
- 4: Bad eyesight, sense of smell or hearing (all checks are one difficulty higher).
- 5: Bad balance, sudden shakes or random bouts of vertigo (-4 to all defenses for one round after 1-5 on any roll).
- 6: Rotten luck (automatically lose all games of chance or be the first to be attacked by an enemy).

Sample curses vs. a household – choose or roll d6:

- 1: Bad crops.
- 2: Sick farm animals.
- 3: Fire constantly goes out.
- 4: Small accidents (small cuts, bumps into items, broken dishes).
- 5: People easily losing their cool.
- 6: Dogs constantly barking.

Sample curses vs. a specific object or location – choose or roll d6:

- 1: A plague of vermin (mice, wood-eating insects, rats, locusts).
- 2: A haunting (poltergeist spirits, night sounds, minor supernatural pests).
- 3: A summoning (works like a haunting, but instead of a random plague there is single, strong and usually quite nasty creature, whose sole task is to bring calamity).
- 4: Monster magnet (monsters are attracted to the location).

- 5: Despair (dwellers or passers by become passive, apathetic, eventually lose will to live and simply expire).
- 6: Bad place. This is a place where a devil can appear at midnight, or when something terrible occurred years ago, and now a terrible specter lurks wanting bring doom to trespassers.

Complication: The ability to focus ill intent comes with a price. Your aura clings to you, making small animals shun you, children cry in your presence and easily spoiled liquids, like milk, going bad. Learned individuals, like witch-hunters, may pick these clues and act accordingly.

74. Nemesis and Bane [Champion Feat]

You are gifted with the ability to defeat the powers of healing.

Benefit: All attempts to heal damage you have caused function only at half of their usual effectiveness. An affected opponent may attempt a Hard save once per day to cancel this effect. Additionally, each time you deal negative energy damage, you also inflict 5 ongoing negative damage, save ends.

75. Overwhelming Beauty [Talent]

You have a perfect physical appearance, alluring personality, incredible grace, and an eye color unheard of for your race.

Benefit: All your attempts to convince someone to do you a favor are one category easier.

Special: A GM can still determine that your ability does not apply. For example, a creature that specifically hates your guts, or a creature incapable of appreciating your beauty.

Adventurer Feat

On battlefield anyone attempting to inflict a blow that would render you unconscious, or kill you when you're unconscious, needs to pass a normal save to bring themselves to do it.

Champion Feat

Once per day you can turn your beauty into a weapon.

For a duration of one battle or encounter, but for no longer than five minutes, you can inspire your allies up to Near range to benefit from Escalation Die (non-heroic characters and allies normally do not benefit from Escalation Die) or you can become an avatar of fear to your enemies, gaining Fear Threshold appropriate for your level.

Special: If you have used this ability to exude fear, your Adventurer Feat ability ceases to work until the end of combat.

Epic Feat

Your overwhelming presence oozes from every word you speak, allowing you to rebuild and crush minds of others:

C: Word of Truth (Wisdom or Charisma) vs. MD—Your words, whatever they would be, become truth to the target creature spoken. If the content of your words is in opposition to the immediate reality perceived by your target, the target creature takes normal psychic damage and becomes helpless until they make a hard save, as they are unable to reconcile their senses with your words. Otherwise, target's mind accepts your words as truth and acts on them as appropriately. The new truth stays in target's mind as long as you will it, however if it is exposed to arguments to the contrary on a constant basis, it will lose its power after 1d4 weeks. Of course, you can reinforce it if necessary.

Miss: The target creature becomes immune to this attack for a week.

Limited: Usable once per encounter.

76. Pactbound Soul [Epic Feat]

You have sold your soul in bargain for immortality.

Prerequisites: You have made a bargain with an agency capable of granting such wish in exchange for an enormous price.

Benefit: You no longer age and gain immunity to death attacks. You do last-gasp saves as normal, however if you stabilize, all poisons and ongoing harmful effects are canceled, your body starts healing five hit points per round until you fully recover at

which point you wake. Your body cannot be resurrected.

Special: If you die, your soul becomes the property of the agency you've made the bargain with. All other options are at the GM's discretion.

Complication: Your actual type of immortality must be described, along with surefire way of taking your life. This could be something like Koschei the Deathless separation of mortality, or a set of separate bodies stored in alternate dimension, or a divine heritage.

77. Plague Bearer [Adventurer Feat]

Through experiments or through incredible misfortune, you have become a walking contagion, spreading disease and pestilence wherever you travel.

Benefit: Choose a particular disease and the infection requirements (the special trigger you need to meet to perform the attack). You are immune to this particular disease.

[Special Trigger] Plague Bearer (Constitution) vs. PD (1d3 creatures in a group)—The affected targets acquire Ill Creature template *.

Miss: The target creature becomes immune to this attack for a day.

Limited: Usable once per encounter.

* Full rules for Ill Creature template along with sample illnesses are presented in *101 Not So Simple Creature Templates* by Rite Publishing.

Here are the simplified rules:

- Select infection condition(s): sneezing, saliva, blood, injury, contaminated drink or food.
- Select severity (number of successful saves required to get well; once save per day): Three Easy Saves, Three Normal Saves, Three Hard Saves.
- Select consequences of a failed save (sick people do not regain recoveries): 5/10/20 damage. Weakness & Fever. Hallucinations.

78. Proffer Abjuration [Adventurer Feat]

You have learned how to pass your abjurations on to others.



Pactbound Soul

Prerequisites: Spellcasting ability.

Benefit: When you cast a spell that is not usable at-will, you can also use a quick action to bestow resist 12+ versus (pick one) acid, cold, fire, lightning, psychic or thunder, on yourself or someone you can touch. The resistance lasts five minutes or until the end of combat.

79. Redirect Energy Attack [Champion Feat]

You possess the ability to change the direction of energy attacks.

Benefit: Once per battle as an interrupt action, when you would normally be hit by an attack that deals energy damage, you may reflect the energy

toward a new target (make an attack roll, on a miss the attack strikes a random object in your vicinity).

80. Reinforce Spell [Adventurer Feat]

You have either learned the secret of defending your arcane workings against dispelling or are naturally gifted at doing so.

Prerequisites: Any one of the following: a background related to magic research, Ritual Magic feat, Ritual Casting feat or a spellcasting ability.

Benefit: Any attempt to unravel effect of your ritual is one category harder. Any attempt to ruin your spellcasting is at -2. You can also expend double the amount of resources during a ritual (or two standard actions while casting the spell) to require two successful attempts to, respectively, unravel your ritual, or interrupt your spell.

81. Sacrificial Critical [Champion Feat]

You accept a crit hit in an attempt to make one of your own.

Benefit: There are three ways you can use this ability, each one of them can be used only once per battle:, and they cannot be used together:

- When another creature near you receives a crit hit, you can, as an interrupt action, take that critical in their stead.
- As an interrupt action, turn opponent's hit that was scored against you, into a critical hit. However, opponent's weapon is now stuck until opponent's next round, and their disengage check, if any, takes -4 penalty, and your next attack, as long as it hits, is going to become automatically a crit.
- You can sacrifice a crit and turn it into normal attack in exchange for making the opponent Dazed for one round.

82. Seize an Attack [Champion Feat]

Speed, agility and skill allow you to turn attacks of others to your advantage.

Benefit: When an opponent engaged with you attempts to attack someone else, you may, as an interrupt action perform one of the following

maneuvers (each one of these can be performed only once per battle):

- If the opponent is larger than you, you may attempt to climb their body and strike an attack against their vulnerable spot at +2 to crit range.
- Slide into opponent's blind spot and attack them (perform an attack that inflicts 10 bleeding damage in addition to normal damage and effects).
- Grab or parry an attack with your weapon. Make an attack as normal. On a hit, instead of dealing damage, opponent's weapon is stuck for one round.

83. Shocking Spell [Champion Feat]

You lace your spell with a powerful lightning element.

Prerequisites: Spellcasting ability.

Benefit: If you choose so, when you cast a spell, half of the spell damage is converted to lightning, and the target's at -2 to their next attack – as long as the attack is made within one round of your attack. Additionally, you get +2 to attack as long as the target is drenched in water, wears metal armor, wields metal weapon or similar. You can use this ability twice per battle.

84. Sniper [Adventurer Feat]

You are gifted at performing ranged ambushes.

Benefit: If you have successfully arranged an Ambush, and if you are at Far range or further, you can make a ranged attack and then immediately move breaking contact. There is no first round of combat unless the enemies can somehow find you, and thanks to your skill you are one category harder to find (or, if the sniper is a player character, your attempt to stealthily get away is one category easier).

85. Startling Sniper [Champion Feat]

You are amazingly gifted at performing ambushes.

Benefit: Once per day, if the enemy is in pursuit but hasn't established a contact with you (that is they haven't found you), you can immediately stage an Ambush, not necessarily a ranged one, if you pass a Hard DC check. If you succeed at the Ambush, and if your attack is a hit, you can attempt to make a clean break as a Hard DC check.

86. Steal Attack [Epic Feat]

You take an ability from your opponent for yourself.

Prerequisite: You must describe the form your ability takes, whether it is ghoulish consumption of respective organs, mystical unity with an opponent, shapechanging or solid illusion.

Benefit: Once per day, as an interrupt action, you can steal opponent's attack for yourself, be it a spell, a physical attack or a weapon strike and skill:

C: Steal Attack (any ability) vs. PD—The opponent loses the ability to perform this attack (and weapon, if any), while you can use it until the next full rest. If the ability uses charges (or can be usable only once per day), you can use it provided you spend one 5 or 6 from your Icon Relationship roll each time you want to use it (in other words, stealing a daily ability results in a perfect block, but it does not allow you to use the stolen ability freely).

87. Surprise Shot [Adventurer Feat]

You can get off a shot that attacks from an unexpected direction or one that manages to surprise a ready foe.

Benefit: Once per day and only during first round of a battle, you may make a ranged attack roll at +2. The ability recharges at 11+.

88. Systematic Mind [Adventurer Feat]

You are able to perform amazing cognitive and analytical acts with startling alacrity.

Benefit: Once per encounter, when you're making a check, you may ignore penalties due to unfavorable circumstances (make sure to remind GM that you are using this ability).

89. Tentacles [Two Talents]

You have tentacles.

Prerequisites: Describe these additional parts of your anatomy in detail to your GM. Specify if they are visible or hidden (and if hidden, the means of hiding them), their color and texture. If you wear an armor, you need to inform your GM, how do you reconcile it with tentacles (for example: "The tentacles replace my character's head – they also fulfil the function of my

eyes, ears, nose and mouth, and since I wear no helmet, they use that opening in my armor... oh, and I my brain is somewhere around my stomach.").

You may decide that your character looks normal. If so, the tentacles have an OFF and ON states – in the OFF state, they are hidden or take a shape of a limb. In the ON state, you can use all of their abilities, but the presence of the tentacles is obvious (in the example described above, the tentacles in the OFF state would look like a normal head). Changing between ON and OFF states is a quick action.

Benefits: You have tentacles. Their reach is limited to your normal limbs. Their strength is limited to that of your arms. You can awkwardly grab things, but cannot perform fine manipulation.

Tentacles in combat function as Ranger's Animal Companion, Wolf, and share the same space as the character. The tentacles are eligible for the same feats as Ranger's Animal Companion, Wolf. They also have separate health total (and can be killed separately). If you will so, they will regrow following the same rules as summoning of a new companion.

Your tentacles use the following attack:

Tentacle Lash (Dexterity) vs. Armor—Wolf Companion damage.

Complication: While you're not necessarily a tentacled horror, you're going to have a hard time convincing anyone that you're a friendly and trustworthy person. Depending on how you portray your character, this could be represented as one conflicted die of relationship with a villainous icon, one step harder DC of any social rolls or returning bouts of depression (rolling ones on Icon Relationship rolls spells bleak days for your character).

Adventurer Feat

You can climb vertical surfaces using your tentacles. Specify the nature of your ability – did your tentacles grow suckers, become adhesive at will or maybe just have lots of tiny hooks?

Champion Feat

Your tentacles become much more nimble. You can

use them (together) to wield a weapon or grow razor-like bone blades. Additionally, you can perform tasks that you would require a hand to do (essentially, you gain an equivalent of a third hand).

Bladed Tentacle Lash (Dexterity) vs. Armor—Wolf Companion damage, improve die by one step (for example, d6 becomes d8).

Epic Feat

Your tentacles grow stronger. You can use them to move at walking or running speed. You can easily scale at the same speed walls and ceilings. Additionally, you can use them as your breathing organs under water. Finally they grow long enough to reach anywhere within Near range (essentially, you can engage anyone withing Near distance without being engaged back).

C: Bladed Tentacle Lash (Dexterity) vs. Armor—Wolf Companion damage, improve die by one step (for example, d6 becomes d8).

90. Truly Fortunate [Epic Feat]

Your control over the ebb and flow of luck is impressive.

Benefit: Twice per day, after you roll d20, you may roll 2d6 and add the results together. Moreover, you can do this after learning whether the original roll would have been unsuccessful.

91. Unbalance Opponent [Champion Feat]

You hamper your opponent's reflexes.

Benefit: When land a successful hit, you can follow up with a free Unbalance Opponent attack.

[Special Trigger] Unbalance Opponent (Dexterity) vs. PD—The opponent takes -2 to AC and PD, save ends.

Limited: Usable only twice per battle.

92. Unborn Sorcery Heritage [Talent]

Your connection to the powers of undeath predates the day of your birth.

Prerequisites: You can only have one heritage talent at any time. Spellcasting ability.



Unborn Sorcery Heritage

Benefit: If you choose so, when you cast a spell, your spell damage type is converted to negative energy. You can use this ability twice per battle.

Additionally, you resist negative energy damage unless the natural attack roll is 12+.

Adventurer Feat

To an undead weaker than you, your existence is beyond comprehension or notice. Treat this as Fear Threshold appropriate to character level, where undead with sufficiently low hitpoints treat you as if you were invisible, and one round after you stop interacting with them (this includes abstaining one round from attacking them), they forget they were attacked by you in the first place.

Champion Feat

For some reason, even beings connected to villainous icons of undeath treat you with camaraderie and avoid actions that could bring you to harm. This equals to one die of positive relationship with an icon connected to undeath, even if the icon is villainous, and you're still a heroic character. Moreover, when socializing with beings connected to an icon of undeath, your social check DCs are one category easier.

Epic Feat

Your negative energy resistance is raised to 16+.

Auto-reanimation: If you die, you can reanimate yourself 1d4 rounds later at Staggered hitpoints as an undead, and probably somewhat insane (or at least traumatized) version of yourself (your hitpoints total is equal to your Staggered level, you regain recoveries as normal). Then, if you spend 20 recoveries (spent over the course of several nights), you can bring yourself back to life. This trick works only once per level.

Twice per day you can command an Undead to perform any action (yes, this is any action) as long as you succeed on Absolute Command over Unlife attack:

C: Absolute Command over Unlife (Wisdom or Charisma) vs. MD—The targeted undead creature performs this action, even if it means marching through sandy bottoms of oceans until the stars wink out. This can be canceled only by another being with this attack, an action by Icon, or another command by the original author of this command.

93. Unerring Critical [Champion Feat]

In the chaos of combat you are skilled at taking advantage of any opportunity that presents itself.

Benefit: Twice per battle you may add Escalation Die value also to your crit range. Make a decision before attack roll.

94. Vengeful Strike [Champion Feat]

Once your wrath has been roused, you deal out a grievous blow in return.



Vengeful Strike

Benefit: Once per day if an attack brings you to or below Staggered level, or if the attack renders you unconscious, as an interrupt action you can immediately make an attack against the opponent that dealt this blow. Even if you down your enemy, their attack still hits and deals damage.

95. Venom of Nightmares [Variable Feat]

Your poison is especially virulent as it is mixed with the power of forgotten nightmares.

Prerequisites: Background or attack related to poison. The feat tier depends on the tier you purchase the feat at. You can also upgrade the tier of the feat (simply change the feat tier to the higher one when you gain higher tier feat slot) – the previous tier slot is released and you can use it on another feat as normal.

Benefits: Your attacks deal 5 points of ongoing poison damage, save ends (usable only once per battle, increase damage to 10 at Champion tier and to 20 at Epic tier). Additionally, once per battle as a quick action you may lace your poison with a curse: poisoned creatures do not regain recoveries, suffering first fatigue (-2 to all checks) and then, d4 days later, exhaustion (-4 to all checks and attacks) due to terrible night terrors. The removal of curse requires a Hard DC ritual at a place of power.

96. Vessel of Life [Champion Feat]

You're so full of life that healing has stronger effect on you.

Benefit: The first time each day your hitpoints fall below Staggered or if you become unconscious, your

next use of recovery brings you back to full hitpoints (being healed does not count – you need to consciously use your own recovery).

Harder to Kill: Once per battle, if you are making last-gasp saves (due to hitpoints below zero, or due to death attack), you can use this ability to make the DC of the next save to be normal instead of hard.

97. Wand Parry [Adventurer Feat]

You have learned to channel your magic through implement to improve your defenses.

Prerequisites: Spellcasting ability. Wand or staff or any other spellcasting implement.

Benefit: Once per battle as an interrupt action in response to an attack that hits you, you can release spell energy reflexively to protect your self. Select a memorized spell that deals damage. This spell is expended as if it was normally cast. Note that spells with recharge or those that can be cast at-will are not necessarily used up. Roll damage as normal and deduct it from the damage you would have taken.

98. Warded Soul [Champion Feat]

Your soul is resilient to attacks.

Benefit: Twice per day, when you're hit by an undead creature's attack, a negative energy attack, or an ability that would affect your soul (the last option includes soul stealing, signing pacts with devils or any type of imprisonment that would work on a spirit creature), you can halve the damage taken or ignore an effect that does not deal damage. This means that if you sign a soul pact, it will not affect you (on the first two attempts on any given day). Additionally, a malevolent spiritual entity with this ability summoned is immune to the first two security measures (triple protective circle would still work, though).

Once per level, when you are making last-gasp saves, you get one free last-gasp save as your soul resists leaving your body.

99. Water-Born Heritage [Talent]

Your very essence is infused with the elemental force of water and changes the very nature of your abilities.

Prerequisites: You can only have one heritage talent at any time.

Benefit: You're a kin to water element. You gain resistance 6+ to weapon based attacks, and creatures related to water actively seek to avoid harming you. Any attempts to communicate or influence actions of such creatures, are one category easier for you.

Adventurer Feat

Water purifies and washes all harmful effects from you. When it's raining, when you're swimming or when you drink water, you immediately gain one free save against any harmful effect you're suffering from at the effect's DC (or at normal DC, if no DC is listed). Last-gasp saves also apply. You cannot benefit from this effect more than twice per battle (or twice per five minutes). You can always find water using water-dowsing (as long as it is there to find) after making a hard DC check.

Champion Feat

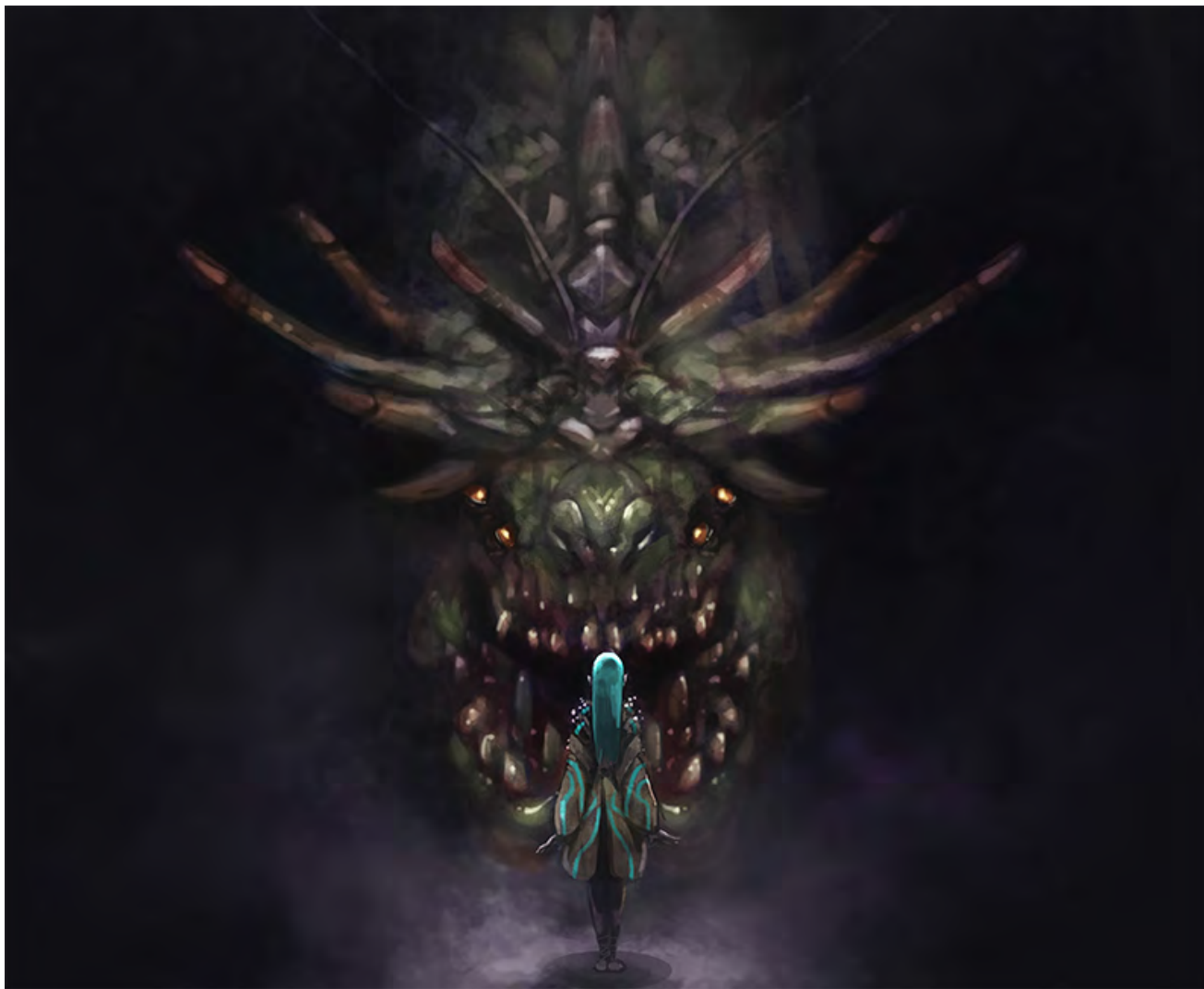
By expending one recovery, you can purify one well, or purify enough water to meet the needs of a hundred people. By spending four recoveries, you can call up water to surface to create a water source that will work for one day.

Once per battle as a quick action, you may drink a mouthful of water to regain one used recovery, or splash some water on a target to allow them to use one free recovery.

Epic Feat

You can swim at the speed others would be able to run, and breathe freely under water. You can walk the surface of any liquid containing water, and as long as you are submerged in water, you heal 20 hitpoints per round.

At will and as a quick action and as long as there is a body of water near you, you can call the water to your side and turn it into fully functional weapons and armor of incredibly sharp yet brittle ice. This ice always shatters on impact, so you need to use two quick actions per round to maintain weapons and



Wyrm-Foe Heritage

armor at the same time (maintaining one of them requires only one quick action per round), however in exchange, all your attacks that hit inflict 20 points of bleeding damage, save ends, while every first attack each round that hits you has its damage halved.

100. Worthy Foe [Adventurer Feat]

You are unusually capable when fighting opponents who pose a real threat to you.

Benefit: Once per day, when an opponent deals damage to you that brings you to Staggered or below zero hitpoints, and you survive, you may use a

recovery as a free action and, on your next turn with a successful attack deal the same amount of damage (only initial damage is replicated, additional effects or ongoing damage are not).

101. Wyrm-Foe Heritage [Talent]

Yours is the legacy of a wyrm-slayer.

Benefit: You are skilled at avoiding powerful attacks of larger creatures. You do not take miss damage, if the attacker is larger than you, or if the attacker is of Dragon type.

Adventurer Feat

Add +2 to your PD against attacks that inflict multiple hits and breath weapon attacks.

Champion Feat

When you're fighting a larger creature than yourself, or a creature of Dragon type, you may, twice per day, use an interrupt action to perform an attack (or cast a spell) during opponent's attack.

Epic Feat

When you're fighting a flying creature larger than yourself, or a creature of Dragon type, you may, twice per day as a standard action, grow a pair of spectral wings. The wings last for a duration of a battle, and allow you to fly as well as the creature you're fighting against.

Epic Feat

When you're fighting a larger creature than yourself, or a creature of Dragon type, you may, twice per day as a free action and for a duration of a battle, conjure a lightning to ride. Until the end of a battle, whenever you take a move action, you may instantaneously ride a lightning to any Far location in any of the three dimensions. Moreover, when you arrive at your destination, you do not fall off even if you stand on a

ceiling upside down or surf on a dragon's wing. Next round however you need to use your ride the lightning power again or become subject to laws of gravity again.

Bonus Feats

1. Bag of Bones [Champion Feat]

Your companion is actually a spiritual manifestation.

Prerequisite: A companion, a minion, a pet or a familiar obtained via class feature. The spirit creature must be bonded in a place of power.

Benefit: Your companion travels with you in an intangible, invisible spirit form. Its actual form is a small enchanted handful of bones in a leather bag. When you want your companion to appear, you touch the bones and speak a command as a quick action, and the companion immediately appears. You can manifest your companion twice per day, and for no longer than an hour each time. Its death, while manifested, is but a slight nuisance (you can manifest it immediately next round as long you have a manifestation left).

Special: You can replace this companion with a non-spirit one. You can also bond another spirit and have access to several spirit companions, but you cannot use Bag of Bones more than twice per day.



Bag of Bones Companion

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